Agile software architecture modeling with Enterprise Architect

The agile architecture dilemma

In the Agile world, architecture is very often neglected or not even used at all, which leads to expensive refactoring and potentially fatal build-up of technical debt. However, if an Agile approach is used, there still remain everlasting questions like:

How do we describe software architecture?

How do we anticipate and embrace changes in our solution's environment?

What are good roadmapping strategies, and how do organizations choose the right strategy within a suitable context?

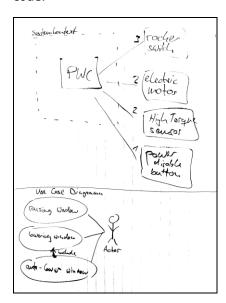Should we do "up-front" architecting and, if so, how much?

How can we organize architectural decision making in Agile teams?

What methods should architects use to achieve "just enough" architecture?

Agile software architecture description

Many Architecture Definition Languages have been created that can be used to formally define the architecture of a software system. For some, however, getting started in a good way while strictly following a modeling language is a bigger challenge than expected. There are many reasons for this, ranging from typical real-world time and budget pressures to a lack of perceived benefit from creating a

formal description of a system that isn't necessarily reflective of, or connected to, the source code.

Agile modeling framework

Sparx Systems Central Europe introduces a free extension tightly integrated with Enterprise Architect to encourage model-based Agile development. This approach combines the benefits of a modeling tool and the elegant concept of the C4 model (c4model.com). The implementation of C4 (sparxsystems.eu/c4) provides a framework for modeling your architecture based upon Simon Brown's approach to communicate your architectures in a clear, straightforward fashion.

Join us if you want to

- understand the principles of modeling and describing software architecture,

- know how to address architecture roadmapping in Agile development using CGI's Risk- and Cost-Driven Architecture (RCDA),

- visualize, model, explore and document your software architecture using the MDG Technology for C4.

About the trainer

Bob Hruška, a speaker and trainer with over twenty years' experience in software and systems engineering, is Principal Consultant at Sparx Systems CE. He has played various roles in several industries delivering systems and solutions that offer real value for customers during his career. Also, he is the creator of the MDG Technology for C4.

Bob helps customers to deliver business value from software development processes at an executive level by providing pragmatic solutions to boost the likelihood of successful product delivery. He has trained many thousands of people – the majority of which have become repeat customers – and works with major organizations to develop workable methods, modeling methodologies and guidelines in order to better ensure their business success and long-term market viability.